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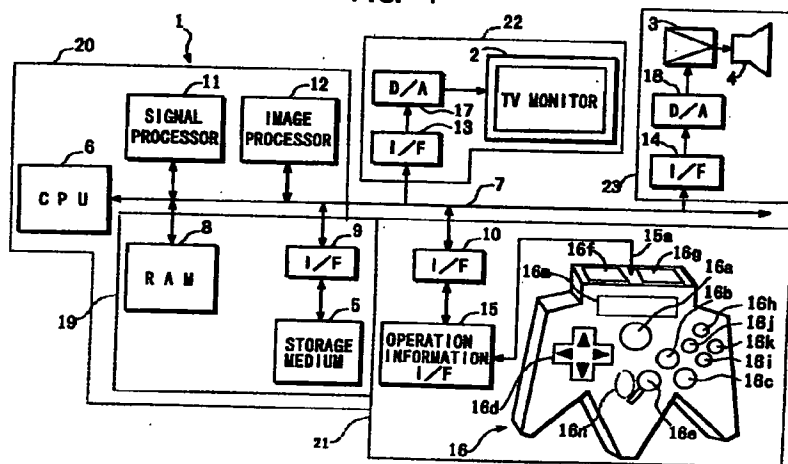
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(54) Simulative golf video game system

(57) A simulative golf game system is capable of producing a game image having a guide image regarding a stance setting (Ar1), enabling the game player to easily recognize based on which stance the game is going to be played. The guide image represents a power meter whose scale increases and decreases

according to a spacing between the feet. The foot spacing determines the power applied for the shot, and influences the flying distance of the golf ball, thereby making the game more real.

FIG. 1



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